KEMCO SEIKA

NES-N5-USA

NORTH AND SOUTH

INSTRUCTIONS

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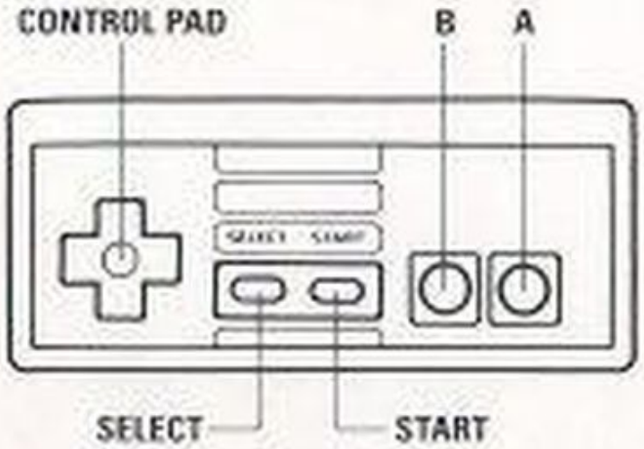
In 1860 Abraham Lincoln was elected President of the United States on a platform based on the abolition of slavery. The South, whose largely agricultural economy was closely tied to the availability of slave labor, recalled its Congressmen and elected Jefferson Davis as Confederate President.

The four year battle began with the taking of Fort Sumpter by the heavily outnumbered and less industrially developed

Confederates. Commanded by General Lee, they fought viciously in spite of overwhelming odds. But in the end, the numerical advantage of the Union forces led by General Grant proved too much.

With North & South you now have an opportunity to relive the historic Civil War. Every effort has been made to simulate the strategic circumstances actually faced by the Union and Confederacy. This is your chance to rewrite the history books!



NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS:

Controller 1:

Used for player vs. computer, and for first player in player vs. player.

Controller 2:

Used for the second player in player vs. player.

Control Pad:

Used to move the game cursor or to maneuver battle units.

SELECT Button:

Not used.

START Button:

Used to start the game, and to pause the game in the battle, fort, and train parts of the game.

A Button:

Used to fire a weapon, make selections, and to check the strength of troops.

B Button:

Used to select between cannon, cavalry, and infantry in the battle game, and used to jump in the train and fort sections of the game.

HOW TO PLAY:

Starting the Game:

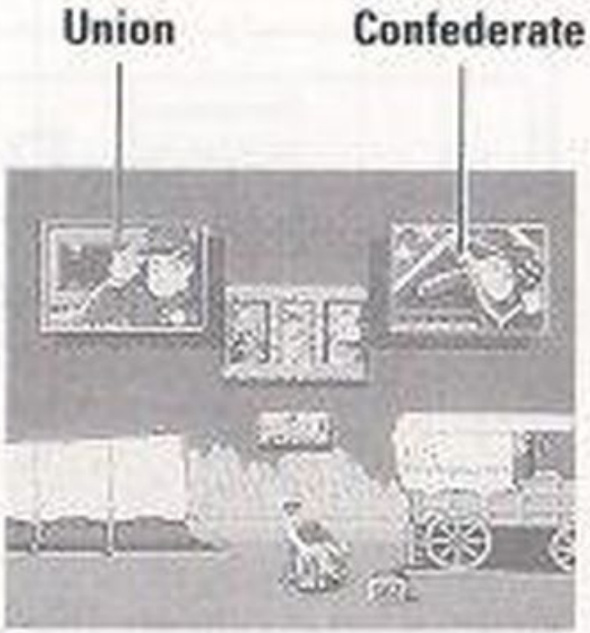
From the title screen, press START on Controller 1 to begin the game. The national anthem will begin to play. You may press the A button to skip the music.

The Objective:

The objective of the game is to defeat all the opposing troops. To do so, you must combine a brilliant strategy with quick reactions.

Choosing the Game Options:

The screen shown at right allows you to choose the options for the game. Game options are chosen by moving the arrow pointer using the control pad and pressing the A button to make a selection.



Number of Players:

North & South can be played by one or two players. Each side is represented by a box containing a soldier. The game initially starts in the two player mode. By telling the computer to control one of the sides, you can play a single player game.

Behind each soldier is the flag of his army. The presence of the flag indicates that a player will be controlling that army. You can change one or both sides to be controlled by the computer. To do so, move the pointer so that it is over the flag in the left half of the box and press the A button. The flag in the background will change to a computer screen, indicating that this army will be controlled by the computer.

There are four combinations possible:

1. Union player against Confederate player.
2. Union player against Confederate computer.
3. Union computer against Confederate player.
4. Union computer against Confederate computer.

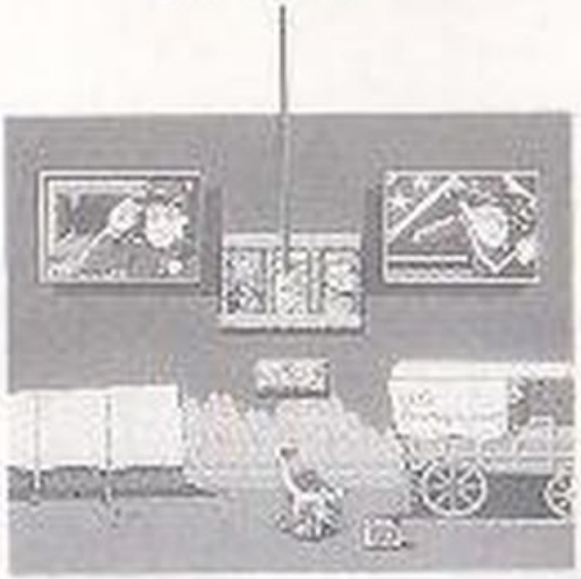
Level of Difficulty:

You may choose from three levels of difficulty and the level of difficulty can be chosen separately for each side. This allows you to balance the skills of two different players to achieve a more evenly matched game. Initially, the game defaults to the Corporal level which is the most challenging. You can change the level of each side by moving the pointer with the control pad until it is over the soldier and pressing the A button. When you do so, the Corporal's picture will be replaced with a Sergeant's. Pressing the A button again will change the picture to that of a Captain. The Captain's level is the easiest. The level of difficulty determines how hard it is to claim a fort or intercept a train.

Choosing the Year:

You may choose the starting year for the game, which can range from 1861 to 1864. Each year reflects the historical relative strengths of the armies and states controlled by each side. 1865 is not available as a starting year since the situation was too unfavorable for the South. To change the starting year, use the control pad to move the pointer until it is over the calendar in the middle of the screen. Press the A button to change the starting year.

Disaster Box



Disasters:

The box in the center of the screen lets you selectively enable three additional factors which could have impacted the war. You can turn these on or off by using the control pad to move the cursor over the desired option and pressing the A button. Initially, all three of these additional factors are turned off.

The left box enables the Indians and Mexicans. When activated, the Indians will occasionally attack armies in neighboring states. Similarly, the Mexicans will periodically bomb Texas. In either event, the army unfortunate enough to suffer such an attack will lose some or all of its troops.

The middle box enables the storm cloud. The storm cloud travels around the map temporarily disabling the movement of any army unit it hovers over.

The right box enables the availability of European reinforcements. During the war, both sides had strong diplomatic ties with Europe. The side that controls North Carolina will own any troop reinforcements that arrive (1 cannon, 3 cavalry,

and 6 infantry for each trip). If there is already an army in North Carolina, any troops that arrive will be added to that army up to the limit of 3 cannons, 9 cavalry, and 18 infantry units. Any extras above these limits will be lost.

When you have made all your choices for the game options, use the control pad to move the pointer to the GO box at the bottom of the screen and press the A button to start the game.

The Game Map:

Each player takes turns moving his troops from one state to another. During each turn, a unit can move to an adjacent state. All units that can be moved will be blinking. To move a unit, use the control panel to move the pointer over the unit and press the A button. Next, all possible states that the unit can move to will blink. Move the pointer to the desired destination and press the A button to finish the move. When you have moved all your units, your turn ends. Each unit can be moved only once per turn.

You can choose not to move some or all of your units. When you have moved all the units you want, you can end your turn by moving the pointer to the date box at the bottom of the screen and pressing the A button.

If you select a unit to move and change your mind, move the pointer to a state that is not blinking and press the A button. The unit will remain in its original position.

Conquering a State:

There are six possibilities when a unit moves into a new state:

1. The state has never been occupied. In this case, the state is controlled by the first army to occupy it. When this first army leaves the state, it will contain a flag representing its allegiance.

2. The state is controlled by the opposing player, but is not occupied by the opponent's army. The new army conquers the state and controls it upon leaving.

3. The state is occupied by the opposing player's army. In this case, there will be a battle between the two armies.

4. The state is already controlled by the player. In this case, nothing changes.

5. The state contains a town and is occupied by an opposing army. In this event, you must first defeat the opposing army and then complete the fort game to conquer the state. If you fail, your army will remain in its original position.

6. The state contains a town but is not occupied by an opposing army. In this case, you must complete the fort game to control the state. If you fail, your army will remain in its original position.

Joining Forces:

Two units can be merged into a single, stronger one by simply moving one unit to a state already occupied by another unit of the same side. The units will automatically be joined. This can be useful to strengthen weaker units. You cannot exceed the maximum of 3 cannons, 9 cavalry, and 18 infantry.

Surrounding Your Opponent:

You can capture control of an unoccupied state which does not have a town that is held by your opponent by occupying all adjacent states with your army. If you succeed in this maneuver, the state will transfer to your control without a battle.

Evaluating Opposing Armies:

You can evaluate the strength of opposing armies by moving the pointer of the enemy unit and pressing the A button. The date box will show you the number of cannon, cavalry, and infantry troops in the unit.

Attacking Opposing Armies:

You can attack your opponent by simply moving one of your units onto a state occupied by an opposing army. The screen will change to the battle game. In addition, if other army units are in adjacent states, they will automatically join the battle in support of their fellow soldiers.

The Battle Game:

During battle, you can use the B button to choose which type of unit you are controlling (Cannon, Cavalry, or Infantry). The box in the upper corner of the screen will indicate which type of unit you are currently commanding. Units can be moved using the control pad. The A button is used to start a unit moving, fire weapons, or swing swords. Let's look at each type of unit.

Cannon: Cannons are effective long range weapons. They cannot be moved forward or backward, but can be moved up and down on the screen. To fire a cannon, press and hold the A button. A bar graph on the bottom of the screen will begin to fill as you hold down the A button. The cannon will fire when you release the A button. The longer you hold the A button, the farther your shot will travel. Cannons are limited to 9 shots.

Cavalry: The cavalry units on horseback are armed with swords. You can swing the swords by pressing the A button. Normally, the cavalry unit is configured with riders side by side. By pressing the control pad in the direction opposite from the

one they are facing, they will form a single column. This can be useful in getting the unit across bridges. When you press the A button, the unit will return to its normal configuration.

Infantry: Infantry units are normally configured as two rows of three soldiers. Press the A button to direct the infantry to fire their weapons. You can change their arrangement to three rows of two soldiers by pressing the control pad in the direction opposite from the one they are facing. As with the cavalry, this is useful for getting all members of the unit across bridges. When you press the A button the infantry will return to its normal configuration.

The Train:

At the end of each turn, taxes are due for each state you control. However, you can only collect the revenues if you control two towns that are connected by the railway and all states along the train route. There are five towns on the map indicated by small red squares along the railway.

When you have collected 5 bags of gold, you will be given a new army which can be placed on any of the blinking states.

You can also intercept your opponents taxes by capturing one of the states along the opponents train route. If you do so, you will be given one chance to rob the train.

To rob the train, you must first climb onto the train before it passes. If you fail to get onto the train, you do not claim the taxes. Use the B button to jump onto the ladder of one of the railroad cars. Proceed up to the roof of the car and begin to make your way towards the front of the train. Use the B button to jump from one car to the next.

You will encounter soldiers who will try to prevent you from reaching the engine. You can throw a knife by pressing the A button. The number of remaining knives is shown in the upper left corner of the screen. When you run out of knives, you can throw a punch by pressing the A button. In the two player mode, the opponent can send out a soldier by press-

ing the Up or Down directions on the control pad. For the opponent, the A button is also used to throw a knife and the B button is used to jump from car to car. The number of remaining soldiers is shown in the upper left of the screen.

You have a limited amount of time to reach the engine. The remaining time is indicated by the clock at the bottom of the screen. When the clock reaches the right side of the screen, you are out of time. Similarly, the remaining distance to the engine is indicated by the boot at the bottom of the screen. The closer it is to the right of the screen, the closer you are to the engine. If you succeed in reaching the engine, you take control of the train and claim your opponent's tax revenue.

Capturing a Fort:

Control of at least two towns on the railway is important for both players. To control a town, you must capture the fort. You must make your way to the right side of the fort to capture the flag. Use the control pad to move your soldier. Press the A button to throw a knife or to throw a punch when you run out of knives. The number of remaining knives is shown in the upper left of the screen. Press the B button

to jump over obstacles. You will find it necessary to use the ladders to climb onto the roof of the fort to get past some of the obstacles.

In addition, you must avoid the guard dogs and explosives which stand between you and your goal. The remaining time is indicated by the clock at the bottom of the screen. When it reaches the right side of the screen, you are out of time. The distance to the flag is shown by the boot at the bottom of the screen. The closer it is to the right, the closer you are to the flag.

In the two player version, the opponent can dispatch a soldier by pressing the Up or Down directions on the control pad. Press the A button to throw a knife or the B button to jump. The number of remaining soldiers is shown at the top of the screen.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

90-DAY LIMITED WARRANTY KEMCO/SEIKA GAME PAKS

90-DAY LIMITED WARRANTY

SEIKA Corporation warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK")(not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, SEIKA will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the SEIKA Consumer Service Department of the problem requiring warranty service by calling 1-800-462-5040 or in CA 213-323-8127. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the SEIKA Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with our sales slip or similar proof-of-purchase within the 90-day warranty period to:

Seika Corporation
20000 Mariner Avenue, Suite 100
Torrance, CA 90503

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the SEIKA CORPORATION Consumer Service Department at the phone number noted above. If the SEIKA Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for SEIKA to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to SEIKA, and enclose a money order payable to SEIKA for the cost quoted you.

If after personal inspection, the SEIKA Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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NOTES

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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